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APPLICATION NO.	FILING	DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION N	
10/657,650	09/08/	/2003	Larry J. Pacey	47079-00134USPT 2836 EXAMINER		
30223	7590	11/03/2004				
JENKENS & GILCHRIST, P.C. 225 WEST WASHINGTON				MENDOZA, ROBERT J		
SUITE 2600	ASHINGI O			ART UNIT	PAPER NUMBER	
CHICAGO, II	60606			3713		

Please find below and/or attached an Office communication concerning this application or proceeding.

			SW				
	Application No.	Applicant(s)	•				
Office Action Summary	10/657,650	PACEY ET AL.					
omec Action Summary	Examiner	Art Unit					
The MAILING DATE of this communication ap	Robert J Mendoza	3713					
Period for Reply	vears on the cover sheet wi	un the correspondence addre	!SS				
A SHORTENED STATUTORY PERIOD FOR REPL THE MAILING DATE OF THIS COMMUNICATION. - Extensions of time may be available under the provisions of 37 CFR 1.1 after SIX (6) MONTHS from the mailing date of this communication. - If the period for reply specified above is less than thirty (30) days, a repl - If NO period for reply is specified above, the maximum statutory period - Failure to reply within the set or extended period for reply will, by statute Any reply received by the Office later than three months after the mailin earned patent term adjustment. See 37 CFR 1.704(b).	36(a). In no event, however, may a re y within the statutory minimum of thirt will apply and will expire SIX (6) MON s. cause the application to become AB	eply be timely filed y (30) days will be considered timely. THS from the mailing date of this comm	unication.				
Status							
1) Responsive to communication(s) filed on <u>09 J</u>	uly 2004.						
2a) ☐ This action is FINAL . 2b) ☑ This action is non-final.							
3) Since this application is in condition for allowa	nce except for formal matte	ers, prosecution as to the m	erits is				
closed in accordance with the practice under E	Ex parte Quayle, 1935 C.D	. 11, 453 O.G. 213.					
Disposition of Claims			,				
4)	wn from consideration.						
Application Papers			•				
9)☐ The specification is objected to by the Examine 10)☒ The drawing(s) filed on <u>08 September 2003</u> is/a Applicant may not request that any objection to the Replacement drawing sheet(s) including the correct 11)☐ The oath or declaration is objected to by the Ex	are: a)⊠ accepted or b)□ drawing(s) be held in abeyan ion is required if the drawing(ce. See 37 CFR 1.85(a). s) is objected to. See 37 CFR 1	I.121(d).				
Priority under 35 U.S.C. § 119							
12) Acknowledgment is made of a claim for foreign a) All b) Some * c) None of: 1. Certified copies of the priority documents 2. Certified copies of the priority documents 3. Copies of the certified copies of the priority application from the International Bureau * See the attached detailed Office action for a list	s have been received. s have been received in Aprity documents have been u (PCT Rule 17.2(a)).	oplication No received in this National Sta	ge				
Attachment(s)							
1) Notice of References Cited (PTO-892)		ummary (PTO-413)	•				
2) Notice of Draftsperson's Patent Drawing Review (PTO-948) 3) Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08) Paper No(s)/Mail Date 12/29/03; 7/9/04)/Mail Date formal Patent Application (PTO-15: 	2)				

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DETAILED ACTION

Claim Rejections - 35 USC § 102

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless -

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

Claims 1-22 are rejected under 35 U.S.C. 102(b) as being anticipated by Khosla (USPN 6,080,063).

Regarding claims 1, 8, 15 and 22, Khosla, in FIGS. 1-6, col. 1:64-67, col. 2:1-5, col. 2:28-67, col. 3:33-67, col. 5:1-17 and col. 6:1-33, discloses a gaming machine comprising a system memory containing physical object data and simulation rule data; a display, a central processor for processing said physical object data and said simulation rule data to produce a realistic depiction of gaming activity on said display. Khosla, in FIGS. 1-6, col. 1:64-67, col. 2:1-5, col. 2:28-67, col. 3:33-67, col. 5:1-17 and col. 6:1-67, discloses accessing physical object data; accessing simulation rule data; mathematically modeling game actions of one or more physical objects within a simulation world using said physical object data and said simulation rule data, and displaying a visual depiction of said game actions. Khosla, in FIGS. 1-6, col. 1:64-67, col. 2:1-5, col. 2:28-67, col. 3:33-67, col. 5:1-17 and col. 6:1-67, discloses simultaneously simulating and displaying in real time an interaction of simulated physical objects using a representation of three-dimensional forms, and determining an outcome of said interaction. Kholsa discloses the live event as an automobile race, sailboat race, motorcycle race, skiing, bobsledding, aerial combat, gambling, lotteries and board games (col. 3:52-57). It is inherent for a gambling

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environment to have players make wagers on gaming or sporting activities, and to award prizes of monetary value to those players that achieve winning results.

Regarding claims 2, 3, 9-11, 16 and 17, Kholsa, in FIGS. 1-6, col. 4:33-67, col. 5:1-17, col. 5:48-67, col. 6:1-67 and col. 7:61-67, discloses a 3D processor interacting with said central processor to facilitate the production of said real-world gaming activity on said display. Kholsa, in FIGS. 1-6, col. 4:33-67, col. 5:1-17, col. 5:48-67, col. 6:1-67, col. 7:47-67 and col. 8:1-15, discloses physical object data includes data relating to the mass and dimensions of at least one simulated object. Kholsa, in FIGS. 1-6, col. 6:1-67, col. 7:47-67 and col. 8:1-67, discloses accessing motion capture data and using said motion capture data while displaying said visual depiction and mathematically modeling game actions includes mathematically modeling sports actions. Kholsa, in FIGS. 1-6, col. 6:1-67, col. 7:47-67, col. 8:1-67 and col. 9:1-25, discloses mathematically modeling game actions comprises applying said simulation rule data to said physical object data to result in a realistic mathematical model of real-world physical object interactions. Kholsa, in FIGS. 1-6, col. 6:1-67, col. 7:47-67, col. 8:1-67 and col. 9:1-25, discloses simultaneously simulating and displaying an interaction of physical objects comprises using simulation rule data to determine an interaction of simulated physical objects modeled using physical object data. Kholsa, in FIGS. 1-6, col. 6:1-67, col. 7:40-67, col. 8:1-67 and col. 9:1-25, discloses comparing said outcome of said interaction to a set of predefined outcomes to determination of whether said outcome meets winning criteria.

Regarding claims 4-6 and 12-14, Kholsa, in FIGS. 1-6, col. 4:33-67, col. 5:1-17, col. 5:48-67, col. 6:1-67, col. 7:61-67, col. 8:1-67 and col. 9:1-25, discloses said simulation rule data includes data relating to a simulated gaming world and data relating to rules for interaction

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between said physical object data and said simulated gaming world data, and said gaming machine is adapted to display three-dimensional simulations of gaming activities. Kholsa, in FIGS. 1-6, col. 4:33-67, col. 5:1-17, col. 5:48-67, col. 6:1-67, col. 7:61-67, col. 8:1-67 and col. 9:1-25, discloses said processor is adapted to firstly use said physical object data and said simulation rule data to mathematically model said gaming activity and to secondly enable the display of said realistic depiction on said display.

Regarding claims 7 and 18-21, Kholsa, in FIGS. 1-6, col. 3:51-67, col. 4:33-67, col. 5:1-17, col. 5:48-67, col. 6:1-67, col. 7:61-67, col. 8:1-67 and col. 9:1-25, discloses simultaneously simulating and displaying said interaction comprises implementing a physics engine with a combination of a central processing unit and a 3D processor, and simultaneously simulating and displaying said interaction comprises simulating and displaying a casino-style game selected from the group consisting of roulette, craps, slots, cards, and wheel of fortune. Kholsa, in FIGS. 1-6, col. 3:51-67, col. 4:33-67, col. 5:1-17, col. 5:48-67, col. 6:1-67, col. 7:61-67, col. 8:1-67 and col. 9:1-25, discloses simultaneously simulating and displaying said interaction comprises simulating and displaying a sports game, and said sports game is selected from the group consisting of baseball, basketball, soccer, hockey, football, bowling, and racing.

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Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to R. Mendoza whose telephone number is (703) 305-7345. The examiner can normally be reached on Monday-Friday from 8:00am to 5:00pm.

If attempts to reach the examiner by telephone are unsuccessful, the primary examiner, John Hotaling, can be reached at (703) 305-0780. The USPTO official fax number is (703) 872-9306.

RM

RM October 19, 2004

XUAN M.THAI PRIMARY EXAMINER

TC3700